Applicant: Nicholas Grant Rasmussen, et al. Attorney's Docket No.: 20567-023001

Serial No.: 10/608,935 Filed: June 27, 2003

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## Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

## Listing of Claims:

 (Currently Amended) A method of simulating movement of a plurality of elements through space, the method comprising the steps of:

generating a plurality of 2D grids, each 2D grid having a plurality of grid points; associating movement information with each 2D grid point;

changing the movement information associated with the 2D grid points over a time period that includes a series of time steps discrete intervals;

defining a region of 3D space using the 2D grids; and

advecting the plurality of elements through the region of 3D space using the movement information associated with the 2D grids for rendering by a computing device.

 (Currently Amended) A method of <u>simulating elements</u> advecting <del>elements</del> through space, the method comprising <del>the steps of</del>:

generating a plurality of 2D grids, each 2D grid having a plurality of grid points, each grid point having movement information;

defining a region of 3D space using the 2D grids;

generating a phurality of elements in the region of 3D space, each element having a location; and

for each element, determining movement information for an element based on the location of the element in the region of 3D space, wherein the determination includes the determining step including:

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identifying points on the 2D grids that lie on both sides of the element at the location in the region of 3D space;

determining movement information at the points on the 2D grids; and interpolating between the movement information at the points on the 2D grids to determine element movement information for the element at the location in 3D space to simulate movement of the element for rendering by a computing device.

- 3. (Original) The method of claim 2 wherein the movement information includes a 2D vector.
- (Currently amended) An apparatus for simulating movement of a plurality of elements through space, the apparatus comprising:

a computing device to generate means for generating a plurality of 2D grids, each 2D grid having a plurality of grid points[[;]],

means for associating movement information is associated with each 2D grid point[[:]],
means for changing wherein the movement information associated with the 2D grid
points of the 2D grids changes over a time period that includes discrete intervals a series of time
steps[[:]],

means for defining the computing device also defines a region of 3D space using the 2D grids[[;]] and

means for advects advecting the plurality of elements through the region of 3D space using the movement information associated with the 2D grids.